

CHARACTER SHEET



CHARACTERISTICS

STR _____
CON _____
SIZ _____
DEX _____
INT _____
POW _____
CHA _____

ATTRIBUTES

HIT POINTS _____
MAGIC POINTS _____
REPUTATION _____ %
HEALING RATE _____
DAMAGE MODIFIER _____
MOVEMENT RATE _____
MAX ENC _____

PERSONAL

NAME _____ Nickname _____
Name Meaning _____
Personality Type _____
Spirit Animal _____
Gender _____ Age _____ Birth Year _____
Distinctive Features _____
Player _____

PASSIONS

Honor _____ % ☐
Love (family) _____ % ☐
Loyalty (goði) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐
_____ (_____) _____ % ☐

DEVOTIONS

_____ DP: 0 1 2 3
_____ DP: 0 1 2 3
_____ DP: 0 1 2 3
_____ DP: 0 1 2 3
_____ DP: 0 1 2 3

MAGIC POINTS

UNCON 00 01 02 03 04
05 06 07 08 09 10 11
12 13 14 15 16 17 18
19 20 21 22 23 24 25

HIT POINTS

DEAD 00 01
02 03 04 05
06 07 08 09
10 11 12 13
14 15 16 17
18 19 20 21
22 23 24 25

COMBAT

MELEE WEAPONS	%	DMG	ENC	HP
_____	_____	_____	_____	_____ / _____ ☐
_____	_____	_____	_____	_____ / _____ ☐
_____	_____	_____	_____	_____ / _____ ☐
_____	_____	_____	_____	_____ / _____ ☐

SHIELD	%	DMG	ENC	HP
_____	_____	_____	_____	_____ / _____ ☐

MISSILE WEAPONS	%	DMG	ENC	HP	RANGE	RATE
_____	_____	_____	_____	_____	_____	_____ ☐
_____	_____	_____	_____	_____	_____	_____ ☐

HIT LOCATIONS

HEAD
19-20
AP _____
HP _____

RIGHT ARM
13-15
AP _____
HP _____

LEFT ARM
16-18
AP _____
HP _____

ARMOR
VALUE _____
VALUE _____

CHEST
12
AP _____
HP _____

SHIELD
DAMAGE _____ % ☐
HP _____

RIGHT LEG
01-04
AP _____
HP _____

ABDOMEN
09-11
AP _____
HP _____

LEFT LEG
05-08
AP _____
HP _____

SKILLS

AGILITY

Boat (05)	_____	%	☐
Climb (40)	_____	%	☐
Dodge (DEX×2)	_____	%	☐
Jump (DEX×3)	_____	%	☐
Ride (05)	_____	%	☐
Ski (10)	_____	%	☐
Swim (15)	_____	%	☐

COMMUNICATION

Act (05)	_____	% ☐
Art (05)	_____	% ☐
Bargain (05)	_____	% ☐
Charm (15)	_____	% ☐
Dance (10)	_____	% ☐
Disguise (05)	_____	% ☐
Fast Talk (05)	_____	% ☐
Intimidate (15)	_____	% ☐
Intrigue (05)	_____	% ☐
Orate (10)	_____	% ☐
Sing (10)	_____	% ☐
Skaldic Poetry (10)	_____	% ☐
Speak Own Language (50)	_____	% ☐
Speak Other Language		
(_____) (00)	_____	% ☐
(_____) (00)	_____	% ☐
(_____) (00)	_____	% ☐
(_____) (00)	_____	% ☐

KNOWLEDGE

Animal Lore (05)	_____	%	☐
Area Lore (Iceland) (20)	_____	%	☐
Area Lore (_____) (00)	_____	%	☐
Battle (10)	_____	%	☐
Customs (Norse) (25)	_____	%	☐
Customs (_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
Evaluate (10)	_____	%	☐
Farm (30)	_____	%	☐
First Aid (10)	_____	%	☐
Game (15)	_____	%	☐
Herd (05)	_____	%	☐
Law (10)	_____	%	☐
Mineral Lore (05)	_____	%	☐
Myth Lore (10)	_____	%	☐
Navigate (20)	_____	%	☐
Plant Lore (05)	_____	%	☐
Read/Write (_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
Shiphandling (00)	_____	%	☐
Survival (15)	_____	%	☐
Treat Disease (05)	_____	%	☐
Treat Poison (05)	_____	%	☐

MANIPULATION

Conceal (05)	_____	%	☐
Craft (_____) (10)	_____	%	☐
(_____) (10)	_____	%	☐
(_____) (10)	_____	%	☐
Devise (05)	_____	%	☐
Play Instrument (05)	_____	%	☐
Sleight (05)	_____	%	☐

MYTHIC

Go Under the Cloak (10)	_____	%	☐
Prophecy (05)	_____	%	☐
Rune Magic (00)	_____	%	☐
Second Sight (05)	_____	%	☐
Seiður Magic (00)	_____	%	☐
Worship (_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐
(_____) (00)	_____	%	☐

PERCEPTION

Insight (20)	_____ %	☐
Listen (25)	_____ %	☐
Search (25)	_____ %	☐
Spot Hidden (25)	_____ %	☐
Track (05)	_____ %	☐

STEALTH

Hide (10) _____ % ☐

Move Quietly (10) _____ % ☐

SPIRIT ANIMAL

MELEE WEAPONS

1H Axe (10)	_____	%	☐
2H Axe (05)	_____	%	☐
Broadsword (10)	_____	%	☐
Quarterstaff (15)	_____	%	☐
Knife (15)	_____	%	☐
Polearm (15)	_____	%	☐
Spear (15)	_____	%	☐
Shield (15)	_____	%	☐
_____ ()	_____	%	☐

MISSILE WEAPONS

Bow (10) _____ % ☐

Sling (05) _____ % ☐

Thrown Axe (10) _____ % ☐

_____ () _____ % ☐

NATURAL WEAPON

Fist (25) _____ % ☐

Grapple (25) _____ % ☐

Kick (15) _____ % ☐

FAMILY

EQUIPMENT

[illegible]**TOTAL ENC**